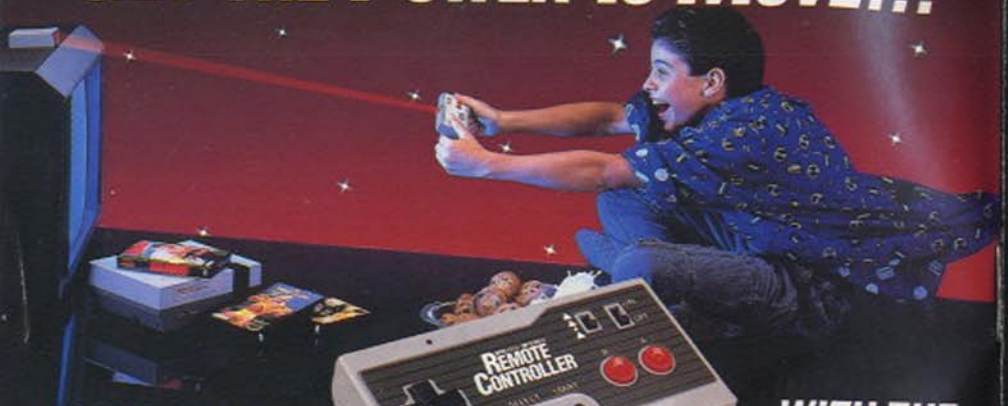
GET THE POWER TO MOVE...



- NO MESSY WIRES
- ACCURATE UP TO 30 FEET
- RAPID FIRE MODE
- THE LOOK AND FEEL YOU ALREADY KNOW

WITH THE Acklaim entertainment inc

WIRELESS·INFRARED REMOTE CONTROLLER

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Masters of the Game™

GAME PAK INSTRUCTIONS

NES-NR-USA

KNIGHT RIDER™

You Drive the Car from the Hit TV Series

Licensed by Nintendo for play on the
Nintendo ENTERTAINMENT SYSTEM

Your life as Michael Knight actually began with the death of Michael Long. You were once a young top detective. But while trying to chase down a gang of international criminals, you were tragically gunned down.

It was then, with the aid of Wilton Knight, president and founder of the Knight Foundation, that you were miraculously revived. Your face was altered with plastic surgery. You were adopted into the powerful Knight family. And your name was changed to Michael Knight.

"Take over my dream and fight the evil forces in this world," were the last words of your mentor, Wilton Knight. And now, with KITT — the most sophisticated vehicle ever assembled — your challenge is to do just that!

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatability with your Nintendo Entertainment System.®

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KNIGHT RIDER

You Drive the Car from the Hit TV Series

GETTING READY TO RIDE

1. Make sure the power switch on your control deck is OFF.

2. Insert the Knight Rider™ game pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3.Turn the power switch ON.

TO START:

- Using Player 1's CONTROL PAD, press the START button. Then, choose **MISSION** or **DRIVE** mode by pressing the SELECT button.To enter your selection, press the START button.
- Next, choose **START** or **PASSWORD** by pressing the SELECT button.To enter your selection, press the START button.

TWO WAYS TO GO

1. MISSION MODE

This is what they pay you for — tracking down dangerous, international criminals.

When you select MISSION MODE, you'll be briefed by Devon — your

friend and contact at the Knight Foundation — on the nature and whereabouts of your enemy. Pay close attention to what he tells you.

You'll then have a chance to equip your car with special features or extra ammo before you start off.

Here's what to do:

To read Devon's assignment — press the A button after all the text has been typed onto the screen and you see the arrow. Continue this way until you've read all the

text screens and there are no more arrows.

Then press the START button to go to the "Machine Check" screen.

To skip Devon's assignment — Press the START button to go right to the "Machine Check" screen.

2.DRIVE MODE

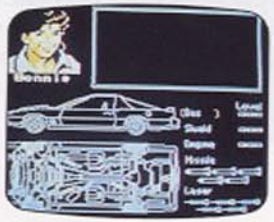
Want to practice your driving — without the distraction of flying bullets? Or how about a nice cross country vacation — where you're trying to beat the clock? Then pick DRIVE MODE.

After you've selected DRIVE MODE and pressed the START button, you'll see the map screen. Press START again to view the "Machine Check" screen.

Since you won't be facing enemy vehicles, there's no need to equip your car with special weapons. Then press the START button once more to begin driving.

MACHINE CHECK

When it comes to top-notch mechanical engineering, the best guy in the business happens to be a girl. And boy does she know her stuff! Bonnie's made sure KITT is wired with "state-of-the-art" everything. The latest in high-tech weaponry. The most advanced turbo engine technology. Even a highly sophisticated computer system.



But due to aerodynamic necessity, you won't be able to choose *every* option. What you should take depends entirely on what your mission needs are. That's why Bonnie lets you decide which extra item you want to carry along before you start off for each city.

You can select from ***five*** different items — adding or increasing items as you move into later missions.

To select an item from the "Machine Check" screen — Press the SELECT button to highlight

your choices and press the A button to make your selection. Then press the START button to begin the action.

Your choices include:

GAS — This gives you a larger fuel tank and increases your gas supply, allowing you to drive further.

SHIELD — This strengthens your protective shield — allowing KITT to endure more damage than usual.

ENGINE — This gives you a bigger engine and more horsepower, allowing you to go even faster.

MISSILE — This provides you with 20 missiles — not standard equipment.

LASER — This equips you with 20 laser blasts. Again, not standard equipment.

PLAYER STATUS

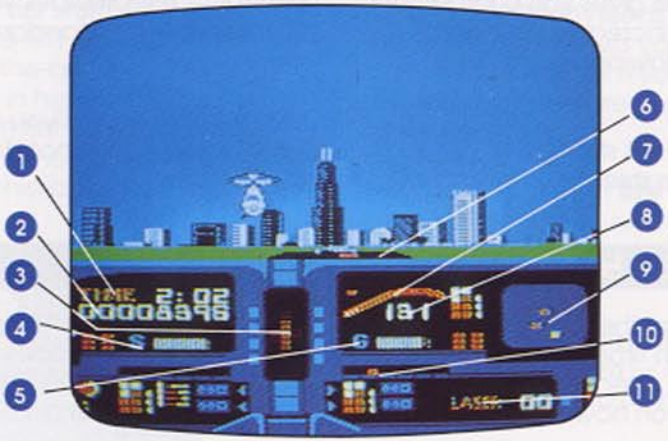
You begin the game with ***three*** lives. Each time you complete your item selection, Bonnie will brief you on how many lives you have remaining *and* how many CONTINUE opportunities you have remaining (you can only continue ***twice*** per game).

YOUR DREAM CAR

When you get behind the wheel of KITT, you're sitting in the most sophisticated machine ever built. Feel the power! Smell the leather!

Get ready for action!

Here's some of the features you'll find in your cockpit:

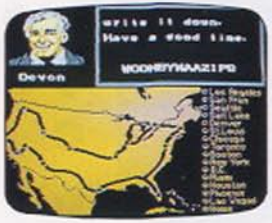


1. **Timer** — tells you how much time's left
2. **Score Counter** — tallies your score
3. **Voice Gauge** — for emergency warnings
4. **Shield Indicator** — tells you how much shield protection is left
5. **Gas Gauge** — amount of fuel left
6. **Hood** — where you catch Knight Foundation goodies
7. **Tachometer** — Revolutions Per Minute (RPMs)
8. **Speedometer**— Miles Per Hour (MPHs)
9. **Radar** — shows your relationship (yellow blip) to cars ahead (red blips). Also warns you about upcoming curves.
10. **Distance Meter**— gauges your distance to the next city
11. **Weapon Indicator** — tells you which weapon you're using

YOUR ITINERARY

You'll be chasing these criminals all across the country, even over international borders. And back again. When you talk to Devon, you'll see your map — along with a list of cities — starting and ending in Los Angeles.

Next to each city is a radar blip. If it's purple, that's the city you've just left behind. If it's flashing red, that's the city you're approaching.



Here's a list of the different cities:

Los Angeles	Boston
San Francisco	New York
Seattle	Washington, DC
Salt Lake City	Miami
Denver	Houston
St. Louis	Phoenix
Chicago	Las Vegas
Toronto	

CROSS-COUNTRY WITH KITT

There's never been a vehicle quite like KITT. In fact, this machine has a computer system so advanced, it can even "talk" to you.

A full-scale radar monitor shows your location, as well as what road conditions are ahead. It warns you of upcoming curves. And tracks every vehicle ahead of you for up to a 10-mile range.

KITT can reach speeds of up to 250 mph. And even has a turbo boost to catapult you over obstacles when things really get hot.

KITT also has a nearly impenetrable protection shield, capable of withstanding hits of incredible impact.

And when it comes to weaponry, look out! This baby's loaded: a .50 caliber machine gun with unlimited fire power, a TOW-2 automatic missile launcher and the latest in reflex laser technology — all for use against the most stubborn of enemy vehicles.

So where are they sending you and your dream car this time?

Just about anywhere in America that has a road going through it. Fifteen cities in all. From the west to the east coast (by way of Canada). Then down the eastern seaboard to Miami. Across the Lone Star state of Texas and back to L.A.

Every city you drive through has its own unique skyline — complete with landmark bridges, towers and buildings. Plus, each city has different road conditions and a whole new set of enemy tactics to contend with.

And who are these guys you're after, anyway?

We're not completely sure... We know they're part of an international crime ring. We know they're real pros. And we know they'll stop at *nothing* trying to turn KITT into a heap of scrap metal.

So let's hit the road, Michael. Vacation's over.

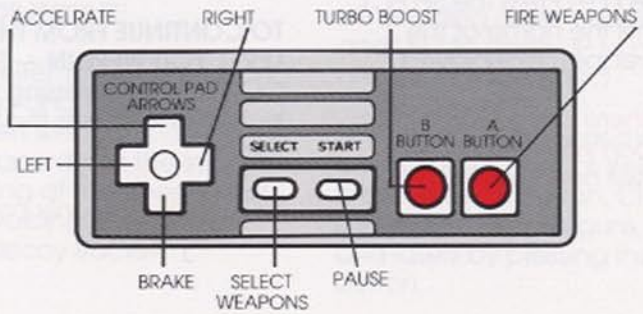
These guys are playing for keeps!

THE CONTROL PAD

The illustration below shows you your control points. Throughout this instruction book we will refer to these controls by the names indicated here.

TO STEER RIGHT OR LEFT — Press the CONTROL PAD ARROWS RIGHT or LEFT.

TO ACCELERATE — Press the CONTROL PAD ARROW UP.



TO BRAKE — Press the CONTROL PAD ARROW DOWN.

TO FIRE WEAPONS — Press the A button.

TO JUMP OBSTACLES (TURBO BOOST) — Press the B button.

TO SELECT WEAPONS (DURING GAME PLAY) — Press the SELECT button until the name of the desired weapon is displayed.

NOTE: If there are no shots left in the weapon you choose, that weapon will not operate.

TO CONTINUE AFTER YOU LOSE A LIFE (TIME UP, SHIELD GONE OR OUT OF GAS) — Press the START button.

TO PAUSE DURING GAMEPLAY — Press the START button.

TO RESTART — Press the START button again.

TO CONTINUE FROM THE LAST LEVEL YOU WERE IN — Select CONTINUE by pressing the SELECT button. Then press the START button.

*NOTE: You can only continue **twice** per game.*

JUMP-START OVERVIEW

If you're anxious to get behind the wheel, read this quick overview to understand the basics. Then return to the instruction book later for the fine points of the game.

OVERALL OBJECTIVE:

To get this international crime ring off the road and recover top-secret stolen weapons. To do this, you must race down the interstates —firing at the enemy cars — while avoiding the innocent cars and decoy trucks.

Make sure you don't run out of gas or short of time. You should also keep your eye on your shield indicator to keep track of your damage.

DRIVE — as fast as you can while still avoiding other vehicles (RIGHT and LEFT to steer; UP to accelerate, DOWN to brake.)

TRY TO DESTROY — as many enemy vehicles (Red or Yellow) by pressing the A button. Choose between machine guns, missiles and lasers by pressing the SELECT button.

AVOID HITTING — innocent cars and decoy trucks (those with any amount of blue on them.)

DAMAGE

Your car can incur damage in two ways:

1. Crashing (into other cars, trees, poles, etc.).

2. Getting hit by enemy firepower.

MISSIONS

Every *three* cities represents *one* mission. At the end of each mission, you receive a password to let you go directly to that mission (instead of starting over) when you want to play again.

CHOOSING YOUR WEAPONS

KITT is equipped to fire three kinds of weapons: **machine guns, missiles** and **lasers**. However, only the machine guns are standard equipment. The missiles and lasers must be acquired in one of two ways:

1. Select them from Bonnie in the beginning of the game. (See "Machine Check," page 6.)

2. Acquire them from the Knight Foundation when you successfully destroy a yellow enemy vehicle or when you drive behind the Knight Foundation Trailor. (See "Goodies from the Knight Foundation," page 22.)

TO SELECT YOUR WEAPON IN PLAY — Press the SELECT button until the desired weapon is shown in the box in the lower right section of the screen.

Here's a description of each weapon:

MACHINE GUN

The ultimate all-purpose weapon. Unlimited fire power. And it shoots from two directions. But you'll need much more than one hit to destroy enemy vehicles.

MISSILES

Explosive! And great against airborne enemies (like persistent helicopters). These are fired from two directions also. And you won't need as many hits as you do with the machine gun.

LASER

The ultimate destruction machine. Save this one for the really tough guys. You're going to need it!

WHO'S ON THE ROAD

There are basically three types of drivers on the road. Those who are just passing through. Criminals who are out to get you. And Knight Foundation allies who are there to help you.

The trick is in knowing who's who. Because for every non-enemy you accidentally hit, your time will be reduced by 5 seconds. Here's what to look for.

JUST PASSING THROUGH

These are just regular guys. Their cars are always blue (either totally or partially). Don't shoot them— or you'll be docked 5 precious seconds.

DECOY TRUCKS

Watch out for these blue trucks. While they won't shoot at you, they have been hired by the crime ring

to slow you down. Stay out of their way—but don't shoot them— or you'll lose 5 seconds.

OUT TO GET YOU

These are the ruthless criminals. Their vehicles are red or yellow, and they're armed and dangerous. Steer clear of their fire.

Here's a listing of them:

- TANK TRUCK
- LUXURY CAR
- 4WD
- SPORTS CAR
- TRAILER TRUCK
- HELICOPTER
- SPY PLANE

REALLY OUT TO GET YOU

These are the super bad guys, known as "terminators" in the crime ring. There's a different one for every mission (three cities to a mission). And he shows up just as you approach each city. In some missions there will be more than one. You'll know him right away. His vehicle is Jet black — and bristling with deadly shots. As you hit him, a certain section will begin to change colors.

For example, in the first mission the super bad guy is a huge trailer truck. As you continue to hit him, his taillights go from blue to yellow to red. When they become totally red, you've almost destroyed him.

If you're on the first or second city in a mission, he'll speed away when he can't take the heat, and you'll be admitted to the next city.

But by the third city, you'll have to nail him until he disintegrates.

This super bad guy may take any one of the following forms:

- **LARGE BLACK TRAILER**
- **LARGE BLACK HELICOPTER**
- **KARR** (The stolen prototype of KITT).

OUT TO HELP YOU

These are the good guys from the Knight Foundation.

Their vehicles are black too. But you'll recognize them from their **white**, Knight foundation insignias. Don't shoot them!

Just pull up behind them. Slow down a bit. And wait for the valuable item they have to give you. (See "Goodies from the Knight Foundation," page 22.)

Make sure the item hits your hood — otherwise it'll end up somewhere on the side of the road — and you won't be able to retrieve it.

This is the only type of Knight Foundation vehicle to look for:

- **Knight Foundation Trailor** (with insignia)

GOODIES FROM THE KNIGHT FOUNDATION

At certain times during the game — whenever you successfully destroy any yellow enemy vehicle or whenever you see a trailer from the Knight Foundation — you'll be awarded special items.

A letter representing the item you're awarded will float up and you must hit it with your car to get it. The following is a list of the letters you'll receive and the items they represent:

R Recovery
This item will repair damage done to your car and it will be registered on your shield indicator.

T Timer Extension
This gives you another 30 seconds on your timer. Something you can always use.

M Missile
20 missiles are added to your arsenal.

L Laser
20 laser blasts are added to your arsenal.

G Gas
Need more gas? You got it!

1 1 Up
This gives you an extra life.

OVER THE HILL

The game is over when *one* of these three things happens:

- You run out of gas
- You run out of time
- Your protective shield is completely destroyed

You have two chances to replay your game. Or you can use your Stand By Code (if you have one) to continue at a higher level. (See "Your Password to Distant Cities," below.)

TO OBTAIN AN EXTRA LIFE — You must receive the "1 UP" item from the Knight Foundation. (See "Goodies from the Knight Foundation," page 22.)

You will also receive an *extra life* for each *10,000* points you score.

YOUR PASSWORD TO DISTANT CITIES

When you've cleared three cities (the end of a mission), you are asked if you would like a vacation. If you answer "YES", you'll be given a Stand By Code. Write it down. If you answer "NO", you will continue on to the next mission.

You can then use the Stand By Code when you restart the game

to continue where you left off. So when you want to start the game again, select "PASSWORD" from the the KNIGHT RIDER screen by pressing the SELECT button, then press the START button. Devon will then ask you to enter your Stand By Code.

Knight Rider
Toronto
TGGRDWIACYIQB
Wash. DC
QEJRIXIAGYIQC
Phoenix
NGMRJWIAGWISD
Truck
Copter
Copter
Truck

TO ENTER YOUR STAND BY CODE
Use the LEFT and RIGHT CONTROL PAD ARROWS to select the appropriate letter. Then press the A button. Use the B button to change a letter after you have entered it. Continue doing so until all 12 letters have been entered. Then press the START button.

You will now start out at the beginning of the last mission you played.

TIPS FOR THE ROAD

- Use your TURBO BOOST to jump over cars when things get too hot to handle. But before you can engage TURBO BOOST, you must be traveling over 150 mph.

  And remember, TURBO BOOST uses up a lot of gas fast. So be conservative.

- When you're approaching two cars fast and there doesn't seem to be time to change lanes, try slipping *between* them — on the divider lines.

- Choose your items from Bonnie carefully. Try to remember which cities have which dangers and compensate for them with your item selections.

- If selecting weapons at high speed leaves you very edgy, pause the game by pressing the START button. Then choose your weapon by pressing the SELECT button. To continue the chase, press the START button again.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the Receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 Stock No. 004-000-00345-4.